

Spotlight on Manufacturers Helping Wounded Veterans

TEMPE - U.S. Rep. Harry Mitchell today toured two local manufacturing companies, highlighting the America COMPETES Act, that are creating jobs by making innovative products to help rehabilitate wounded veterans and highlighted. Mitchell toured National Fabrication Services and Kinetic Muscles, both in Tempe.

"The manufacturing sector not only plays a critical role in growing our economy and creating new jobs, it also helps keep Arizona competitive in an era of technological innovation," said Mitchell. "As the representative of 65,000 veterans and the Chairman of the House Veterans' Affairs Subcommittee on Oversight and Investigations, it is inspiring to see local businesses finding new and inventive ways to help returning, wounded veterans. Businesses like National Fabrication Services and Kinetic Muscles are not only key to keeping our promise to help those who have served our country, but for every dollar spent in the manufacturing sector, an additional \$1.36 is generated in economic activity."

The America COMPETES Reauthorization Act, H.R. 5116, passed the House by a bipartisan vote of 262 to 150 in May. The legislation helps create high-tech and manufacturing jobs by providing small- and medium-sized manufacturers with Innovative Technology federal loan guarantees to help them access capital to become more efficient and stay competitive. The bill also included a provision sponsored by Mitchell to strengthen the Robert Noyce Teacher Scholarship program to train teachers in science, technology, engineering and math (STEM).

Mitchell first toured National Fabrication Services, a small business that makes customized prosthetics, body jackets for spinal injuries and helmets for newborn babies with underdeveloped skulls.

Following that stop, Mitchell toured Kinetic Muscles. Kinetic Muscles has created video game technologies that can be used to help veterans suffering from Traumatic Brain Injury (TBI), as well as stroke victims, regain their motor skills. Specifically, the video game can help improve

hand-eye coordination and brain function, and has the ability to send progress reports back to the veteran's primary-care physician so that their therapy program can be adjusted accordingly.

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